AMENDMENTS TO ABSTRACT

A method of rapidly determining the transmission time and range of a position message under an Internet virtual reality environment is ~~disclosed~~ employs a timer scheme for updating the virtual reality environment by using a timer to count a time value. A virtual scene is divided into plural blocks ~~for determining an area of interest~~. ~~The~~ A block where ~~an~~ a user is in and blocks neighboring to the block are defined as a low interactive area of interest, which is divided into plural sub-blocks. ~~Each block of the low interactive area of interest is divided into a plurality of sub-blocks. The~~ A sub-block where the user is in and sub-blocks neighboring to the sub-block are defined as a high interactive area of interest. A message is transmitted to update ~~state of~~ the virtual reality environment based on different settings of the low interactive area of interest and the high interactive ~~areas~~ area of interest when the timer is up and the virtual reality environment reaches a predetermined inconsistency, wherein the time value for the high interactive area is shorter than that for the low interactive area.